

44.

A Necessary  
**FAMILY-BOOK,**  
Both for the  
**CITY & COUNTRY,**  
**In Two Parts.**

CONTAINING  
Exact, Plain and Short *Rules and Directions*, for Taking and Killing all manner of **VERMIN** on Land and in Water : As,

**PART I. By LAND.**

*The Fox, Polcat, Buzzard, Kite, Weasle, Adder, Snake, Caterpillar, Frog, Mole, Pismire, Fly, Bug, Rats and Mice, Fleas and Lice.*

**PART II. By WATER.**

*The Heron, Dob-Chick, Coot, or More-hen, Cormorant, Sea-Pie, Kings-fisher, Otter, Water-Rat, and Osprey, all great destroyers of Fish.*

To which are added,  
Many Natural and Artificial Conclusions, both Pleasant and Profitable.

*The whole Illustrated with many proper Figures.*

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By *R. W. Gent.*

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London : Printed for *John Harris*, at the Harrow  
against the Church in the Poultry. 1688.

Price 6 d.

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A Necessary  
**FAMILY-BOOK**  
Both for the  
*City and Country*

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INTRODUCTION.

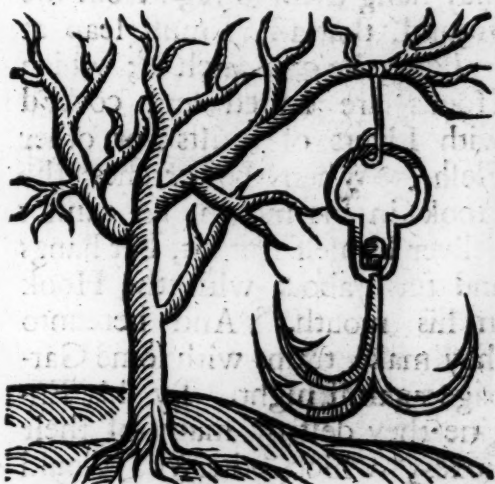
**S***Ince the generality of Man-  
kind is wonderfully di-  
sturb'd by these small and  
inconsiderable Insects and  
Vermin, I have here Expos'd  
(for general good) many Ex-  
A 3 cellent*

cent and Infallible Receipts for the taking and destroying of them, partly Collected from Learned and Judicious Authors, who have been proud of searching into the Nature of these small things, and partly from my own Observation and successful Practice, to the great Advantage of many others as well as my self. So, not doubting but that they will prove advantageous to such as shall put them in practice, I shall orderly proceed.



CHAP. I.  
Of the FOX.

1. The Drag-Hook to take the Fox.



**T**HIS Engine is called a  
Drag-Hook; it is made of

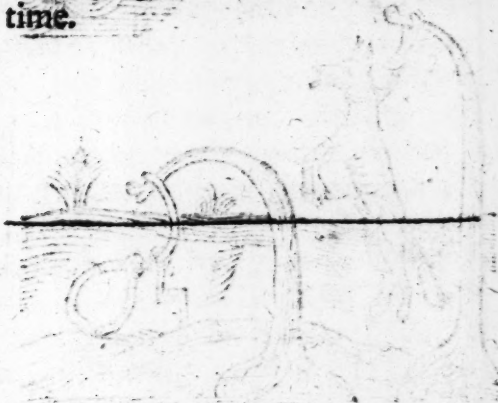
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Iron.

Iron or great Wyer, and turns on the Weave like a Grey-hounds Coller. The Husbandmen in France hang them on branches of divers Trees, about their Grounds, to take the Fox, Woolf, or Dog, but chiefly for the Fox: they hang them so high from the ground, that a Fox must leap at it, before he can catch it; which Hooks are baited and cover'd with Livers of Beasts, or other Flesh. When he catches the Hook in his mouth, he cannot deliver himself from it, but hangs and turns about with the Hook in his mouth. And hereunto they make trams with some Garbage against night. By this Engine they destroy many of their Foxes, which otherwise would devour many of their Lambs and Poultry.

For

For men that dwell nigh the  
Sea-side, where there are no  
Trees, there twill be convenient  
to set up Gibbets and hang your  
Draggs thereon, and so you may  
destroy your Foxes in a short  
time.



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a bled T : ande rdt at it : gaine?  
emol to hae ois omu lly gaine?  
emy : lllao g ois ni lllao lllao  
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llam

2. *A Whip or Spring-Trap for the Fox.*



This Trap is call'd the Whip or Spring. It is set thus: There is a String ty'd unto the end of some Pole set fast in the ground; unto the said String is made fast a small

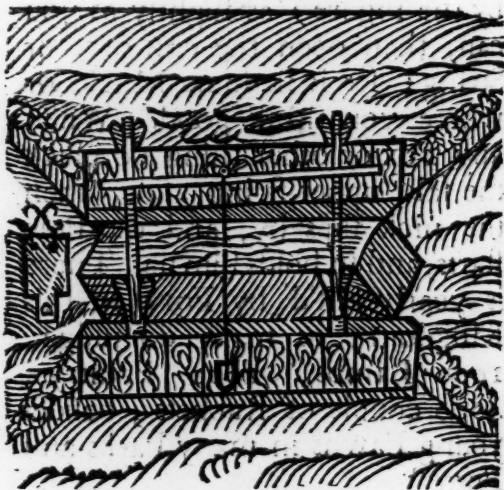
small short Stick with a nick in the lower end thereof, made thin on the upper-side, there the Pole is bound down with it unto another Stick set fast in the ground, with a nick also under ; then joyn both the nicks together (as you may see by the Figure ) as slightly as you can, then open the end of your String : set it in some Muck, or where you think good. When any Fox or other thing do pluck the said upper-string aside, then the nick slips by, and the Pole starts, and so holds him up. There is yearly kill'd by Foxes in this Kingdom, as many do judge, 1000 Lambs, 2000 Poultry, 4000 couple of Rabbits, besides young Fawns in many Parks and Forrests.

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CHAP. II.  
*Of the POLCAT.*

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*The Dead-fall for Polcats.*



**T**His Dead-fall is made with a square piece of Timber, or such-

such-like, weighing about fifty pounds or more, with a hole bor'd in the midst of the upper-side, and therein a hooked Crook set fast. There is also four forked Stakes which must be set fast in the ground: then lay thereon two Sticks across, on which Sticks you must lay a long Staff to hold up the Dead-fall by the Crook; under which Crook you must put a short Stick with a Line made fast thereunto, which Line reacheth down to the Bridge below, which Bridge you must make five or six inches broad.

Also on both sides of this Fall you must set Boards or Pails, or you may hedge it with close Rods, and make it ten inches high or more. The four spreading corners are made to shew the low Hedges, that no Vermine shall pass so easily by, but come through  
the

the Fall. The Passage must be no wider than the Fall is broad.

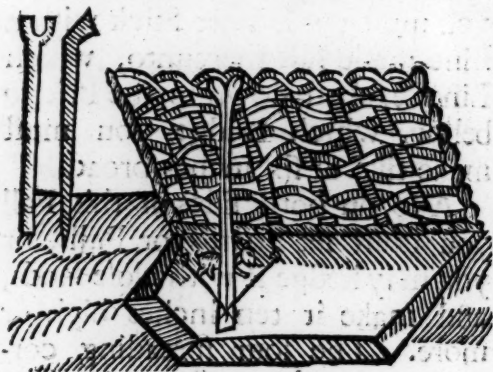
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### CHAP. III.

#### *Of the BUZZARD and KITE.*

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##### *1. A Trap for Buzzards and Kites.*



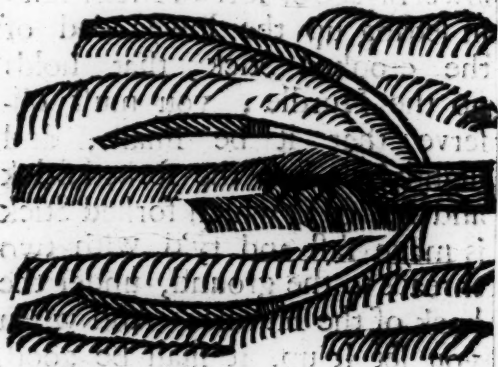
**T**His Trap is made after this manner: You must set a Hurdle



Hurdle on the ground where you think good, which Hurdle must be held up before with a crooked Stick, and that Stick is held up with a forked Stick put under it, which forked Stick must stand loose on the ground, without the lower Bridge or forked Stick: Also in setting up the lower end of the crooked Stick, that holds up the Hurdle, you must observe that it be small, and tightly put into the forked Stick and Bridge; which forked Stick is made fast and ty'd with two threads to the ground, under the back of the Hurdle: And when you set it up, it shall be good, with the crooked Stick's end, to let the Bridge stand a handful high from the ground, and put therein the end of your crooked Stick as slight as you can, that  
when

when any thing comes to take  
the Bait and treads it down  
the Hurdle falls suddenly on  
them.

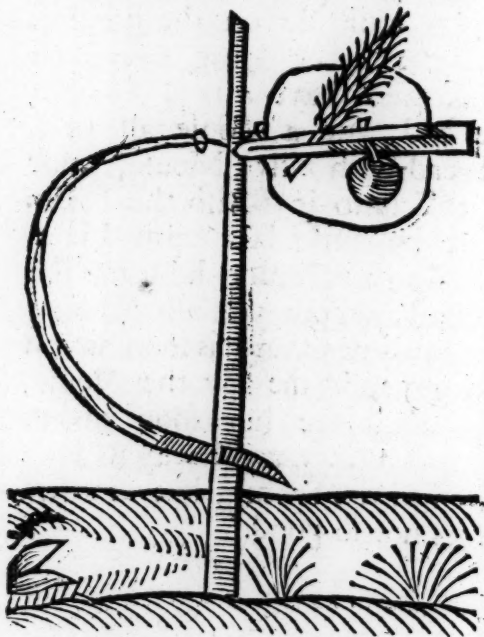
2. To take the Buzzard with three  
Lime-Twigs.



These Lime-Twigs are to take  
the Buzzard in the Spring of the  
Year, as in *March* and *April*, and  
are thus made: Take three small  
Rods growing on the end of some  
Bough,

Bough, or three small Twigs set on the end of a pretty big Stick. You must so place them, that two Twigs must lie on the ground, and the other lying over, the Stick must have a hole bor'd in the end, and a Mouse-tail, or a Thread with a live Mouse, must be ty'd unto it. Also the Twigs must be finely laid with Lime, and in a morning laid on the ground, where you do see any Buzzards near, and as soon as you are gone, if she spy the Mouse, you shall see her soon taken. This is a very good way to take them in the Spring, but at other times not so good.

3. *A Trap to take Birds, to be set up in Corn-Fields, or Orchards.*



This Trap is made with a Pole  
of seven or eight inches about, and  
seven

seven or eight foot long, set fast in the ground. Make in the said Pole two holes, one below, and the other above; in the lowermost hole fix a Spring-wand, and bow it unto the hole above; through which hole you must put a String tyed fast to the end of the Wand, which hath a knot to keep it from slipping off: on the fore-side of the hole you must put a blunt piece of Wood seven or eight inches long, set loosely in by the knot to stay the String, which Pin must be cleft in the middle, and in the cleft you must put a Cherry or Ear of Wheat for a Bait; then spread the String on the aforesaid Pin, as you may see by the Figure. The top of your Stick must be made sharp, that no Fowl may light thereon, and when any lights on the Pin it

B 2.

drops

drops out, and the String takes them by the legs. You may set many such about your Grounds, or you may make them on the boughs of your Trees.

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# CHAP. IV.

## Of WEASELS.

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1. *To gather Weasels together.*

**T**AKE the Gut of a Lizard and beat it with Spring-water, and pour it on the ground in such places where the Weasels usually come, and they will in an instant gather together to that place.

2. *How*

2. *How to kill Weasles.*

Take Sal-armoniack and Wheat-flour, mix it into a Paste with Honey, and throw it in such places where the Weasles usually come; they will greedily eat it, and it quickly killeth them.

3. *To prevent Weasles from sucking of Eggs.*

Take Rue and lay it about the places where the Hens lay, and the Weasles will not come near them.

4. *To drive Weasles away.*

You must catch a Hedg-Weasle alive, and cut out his Stones, and cut his Tail short, so let him run,  
and

and all the other, be they never so many, will run away to other places.

## CHAP. V.

### *Of ADDERS and SNAKES.*

1. *How to gather Snakes and Adders to one place.*

**T**ake one handful of Onion, and ten River Crab-fish, pound them together, and lay it in the places where the Snakes and Adders are, and they will all gather together.

2. *To kill Snakes and Adders.*

Take a large Rhadish, and strike the Adder and Snake with it, and one blow will kill them.

3. *To*



3. *To drive Adders and Snakes out  
of Gardens.*

Plant in several places of the  
Garden Wormwood, and they  
will not frequent the Garden.

4. *Another.*

Take Dears Suit and strow it  
up and down where they usually  
come, and they will depart from  
the place.

5. *Another.*

Take the Roots of Centaury,  
and lay it in the place where they  
come, and they will depart.

6. *How*

6. *How to touch and handle Snakes  
and Adders without harm.*

Wash your hands with the Juice of Rhadishes, and you may freely touch them without danger; or take in your hand the Herb *Sidretum*, and the Snake or Adder will not hurt you.

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C H A P. VI.  
*Of the CATERPILLER.*

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1. *How to kill Caterpillers.*

**T**AKE Ox-Pifs and Lees of Oyl and boil them together; it kills the Caterpillar infallibly, if you cast it upon the Trees or Bushes where they are.

2. *Ano-*

2. *Another.*

Take Sheeps Dung, and a small quantity of Tar, mix it with Chamber-lye, and apply it Morning and Evening to the Root, Stalk, or Branch, infected with Caterpillers, and in a very short time it will kill them.

3. *Another.*

Take Fig-leaf Ashes, and cast it on the Root, and it destroyeth the Caterpillers; Or take a Gallon of Crabs, and steep them ten days in Water, and sprinkle the Trees with the Water, and it killeth the Gaterpillar.

## CHAP. VII.

## Of FROGS.

*To gather together and kill  
Frogs.*

**T**Ake Ox, Sheep, or Goats  
Gaul, and bruise it by the  
Water-side, and the Frogs will  
gather to it, and so will quickly  
die.

CHAP.

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CHAP. VIII.  
Of the M O L E.

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I. How to gather Moles together to  
one place.

**T**Ake a living Mole, and put  
her in an Earthen Pot, stop  
it close, and make a Fire in the  
place where you would gather  
the Moles together, and set the  
Pot on the Fire, and immediate-  
ly all the Moles will gather to the  
Pot, hearing the Mole in the  
Pot cry.

2. How to kill Moles.

Take an Earthen Jug, or Pot,  
that hath a full Body, and nar-

row Neck, and put Brimstone, Cedar-wood, Bees-wax, and Rosin cut into small pieces, mix them together, then stop the Mole-holes that are near with the Earth, that the Moles have cast out, all but one, and into the hole that is open put the Neck of the Earthen Pot, after the combustible matter is set on fire, so that the smoke of the Pot may enter into the Earth where the Moles passeth, and they will immediately be choked.

3. *Another.*

Take white Hellibore bruised very small, mix with it Wheat-flour, the Whites of Eggs, Milk and Wine, and lay little Cakes of it in the mouth of the holes, and the Moles will greedily eat of it, and it certainly killeth them, or  
take

take the Juyce of wild Cucumber,  
and pour it into their holes, and  
it killeth them.

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C H A P. IX.

*Of the P I S M I R E.*

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I. *How to drive away Pismires.*

**T**Ake half a Pound of Brim-  
stone, melt it in an Earthen  
Pot, on a slow fire, mix with it  
the Salt of Wine, Stone three or  
four Ounces, mix it so long till it  
become red, then take it from the  
fire, and beat it on a Board with  
fair Water, and it will cool im-  
mediately, then let it dry, and  
beat it to powder in a Morter;  
then put it into a Glas of Water,  
and let it stand till it hath co-

C 3      loured

loured the Water, sprinkle the Water on the Pismires Banks, and it kills them.

2. *To kill Pismires.*

Take the Roots of wild Cucumbers, and set them on fire where the Pismires are, and the smoke will kill them; Or take *Cirenicum* and melt it in Oyl, and pour it on the Pismire-banks, and it will kill them.

3. *Another.*

Take Musk-shells, burn them with Storax, and beat them to a small Powder, and strew the Powder where the Pismires usually are, and in the great Banks, and it will kill them.



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CHAP. X.

Of FLIES.

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1. To gather Flies together.

**T**AKE a deep Earthen Pot, and lay in it beaten Coriander, and all the Flies in the House shall be gathered together.

2. To kill Flies.

Take Allum and Origanum, beat them, and mix them with sweet Milk, and sprinkle the Room and places where the Flies come, and they will all die.

3. *To keep Cattel from Injuries  
by Flies.*

Anoint the Beast with Oyl  
wherein Bakeler hath been boiled,  
and the Flies shall not come near  
him ; or anoint the Horse, Ox,  
or Cow with the Juyce of Car-  
woerden-leaves in the beginning  
of Spring, and the Flies will not  
come at them any more that  
Year.

CHAP.

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C H A P. XI.

*Of B U G G S.*

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1. *To kill Buggs.*

**T**Ake the Gall of an Ox, and mix it with Vinegar, and rub the Cracks and Joynts of the Bedstead with it, and all the Buggs will suddenly die ; Or take a quantity of Brimstone, beat it to Powder, then mix the Powder with old Oyl, and use it as before.

2. *Another.*

Take a convenient quantity of fresh Tar, mix it with the Juice of wild Cucumbers, let it stand a day

day or two, stirring it four or five times a day, then anoint the Bedsteads with it, and all the Buggs will die; Or take strong Glew, and boyl it with Vinegar, and rub the Bedsteads with it, and the Buggs will certainly die.

3. *Another.*

Take Wormwood and Rue of each a good handful, and mix them with common Oyl, and put to them as much Water as Oyl, that the Oyl and Water may cover the Wormwood and Rue; then boyl it till all the Water is boyl'd away, then strain the Oyl out from the Herbs, and mix it with Sheeps Suet, as much as the Oyl, anoint the Bedsteads with it; it is an infallible Remedy.

4. *Ano-*

4. *Another.*

Take Brimstone and Wax, and burn them under the Joynts of the Bedsteads and Creases, where the Buggs are, and they will immediately come out of their holes, and you may kill them; Or take Quicksilver and mix it with Hoggs-grease, of each a like quantity, and ahoint the Bedsteads with it.

CHAP.

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CHAP. XII.  
Of FLEAS.

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1. *How to kill Fleas.*

**T**Ake Sope-Lees, and boyl two or three Onions in it, let it cool, then sprinkle the Room with it, and it kills the Fleas. Or this, Take Mustard-seed, and boyl it with the Herb *Daphines* in Water, and sprinkle the Room with it.

2. *Another.*

Take Wormwood, Lavender, and Nut-leaves, and boyl them in Vinegar a good while, then sprinkle the Blanket with it ; it certainly kills the Fleas.

3. *Another.*

*3. Another.*

Take an Earthen Platter, that is broad and shallow, fill it half full with Goats Blood, and set the Platter under the Bed, and all the Fleas will come into it like a swarm of Bees. Or take the Blood of a Bear or Badger, and put it under the Bed, as before, and it gathers the Fleas to it, and they die immediately.

**CHAP.**

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C H A P. XIII.*Of L I C E.*

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*1. How to kill Lice.*

**T**Ake Hogs-Lard, Quicksilver and Sage, as much of each as is needful, and mix them together to a Salve, and anoint the afflicted place.

*2. How to kill Nits and Lice in the Head.*

Take three Ounces of Oyl of Olives, one Ounce of Wax, three Drams of Stavosacee, and as much Quicksilver, of these make a Salve, and anoint the Head all over, it certainly kills the Nits and Lice.

*3. Ano-*



3. *Another.*

Take red Orpiment and Salt-Peter, of each a Dram, and Lice-Herb two Drams, mix these together with Oyl and Vinegar, and anoint the Head with it, and it kills them.

4. *How to kill Crab-Lice.*

Take a roasted Apple, and take the Skin and Core from it, and beat it in a Mortar with as much Quicksilver as will make it into an Oynment, and therewith dress the afflicted place.

CHAP.

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CHAP. XIV.  
*Of RATS and MICE.*

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I. *How to gather together all the Rats and Mice into one place in a House or Barn, and to kill them.*

**T**AKE a Brass or Copper Pot as big as you can get, and fill it half full of the Dregs of Oyl, and then set it in the most convenient place in the House, about the middle, and all the Rats and Mice will make their appearance, as if it were an Assembly of an Army of Rats and Mice, and you may then strew about the place Pot-ashes, and it kills them all.

2. *Another.*

Take two or three living Rats or Mice, and put them into an Earthen Pot, then stop the Pot close, that the Rats or Mice may not come forth, then make a fire of Ashen-tree-wood, and place the Pot on the fire, and when it burneth moderately, all the Rats and Mice in the House, hearing the cry of those in the Pot, will run immediately to the place where the Pot standeth on the fire, as if they did intend by force to deliver the Rats and Mice in the Pot.

3. *Another.*

Take Hemlock-seed, and cast it into the Holes where they usually

D ly

ly come, and they will eat it greedily, and it certainly killeth them.

4. *Another.*

Take very small Filings of Iron or Steel, which you may have at any Smiths, that worketh with small Files, mix the File-dust with Wheat-dow, and when you lay it into the holes the Mice will greedily eat of it, and it is present death to them.

5. *How to make Rats and Mice blind.*

Take *Tutbimalum* beaten to Powder, sift it through a fine Sieve, then mix it with a like quantity of Wheat-flour, then put to it a sufficient quantity of *Me-theglin*, to make it into a stiff Paste,

Paste, and lay it in the usual places where the Mice and Rats come, and in a short time after they have eat it you will see the effects, for they will become Beetle-blind.

And thus much I think may be sufficient for these Vermin, Insects and Raveners, that infest the House, Field, Park, and Warren, from which I shall proceed to give you Directions how to Take and Destroy such as haunt Fish-Ponds and Rivers, devouring an infinite number of Fish, &c.



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## PART II.

### By WATER.

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Directions how to take and kill  
the *Herne*, *Dob-Chick*, *Coot*, *Cor-*  
*morant*, *Sea-Pie*, *Kings-fisher*,  
*Otter*, *Water-Rat*, and *O-*  
*spray*, &c. all great destroy-  
ers of Fish.

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#### I. How to take the Herne.

**T**HE *Herne* destroys much  
young Fish, and others if  
they come nigh the shal-  
low Places or Banks, she is fearful,  
and

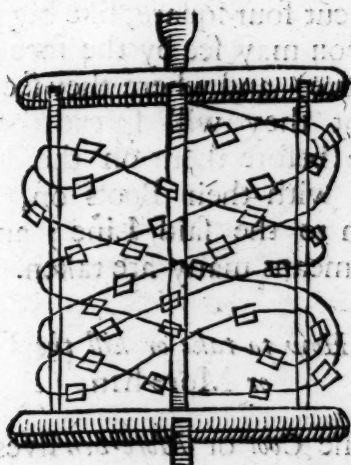
and difficult to take, therefore some do bait a Hook with a *Minow* or other small Fish, or with a piece of an *Eel*; then make your Line green, or like the Water where she haunts in a shallow place, there put your Pin in the Earth of the shallow Water, and lay your Bait so that she may wade half a foot deep unto it, for else the *Kite* or *Crow* will soon have it; she will soon swallow it, and so be taken.

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fowl,  
vers  
large  
they  
water  
take



2. How to take the Dob-Chick.



The *Dob-Chick* is a Water-owl, they are commonly on Rivers and Pools, they are near as large as a *Theal*, and are black ; they will commonly dive under water to take young Fish. To take them, the Fishermen do lay on

on the Water long Lines of small Thread, knit full of little Corks; a handful asunder on the Line, and cut four-square, like big Dice, (as you may see by the fore-going Picture) and where they see them haunt they will spread the said Line before them on the water, then with their Boots on, drive them to the said Line; and by this means many are taken.

3. *How to take or kill the Coot or More-hen.*

The Coot or *More-ben* lives likewise on Waters, and also are great destroyers of Fish. To kill or take these, the only way is with Lime or Gun.

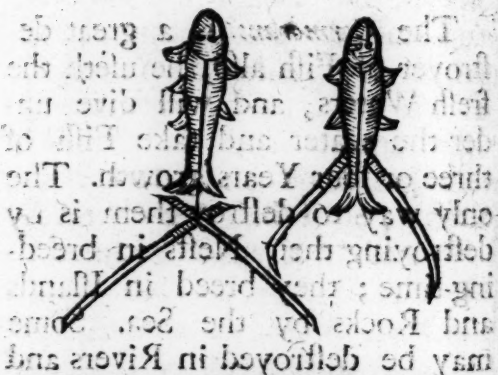
4. *How*

4. *How to destroy the Cormo-  
rant.*

The *Cormorant* is a great de-  
stroyer of Fish also, he useth the  
fresh Waters, and will dive un-  
der the water and take Fish of  
three or four Years growth. The  
only way to destroy them is by  
destroying their Nests in breed-  
ing-time; they breed in Islands  
and Rocks by the Sea. Some  
may be destroyed in Rivers and  
Pools with a Cross-bow or Hand-

gun: shoot the sea, and breeds most  
in the sea, and lives most  
in the sea. Where they are in their  
young, they destroy much young  
fish, and such as swim near the  
top of the water. One way to  
kill two young is by aiming  
and shoot the ends that

## 5. How to take Sea-Pies.



~~The Sea-Pie is a Fish that~~  
 feth the Seas, and breeds in  
 flands in the Sea, and lives most  
 by Fish. Where they use in fresh  
 Rivers, they destroy much young  
 Fry, and such as swim near the  
 top of the water. One way to  
 take them is, by liming two small  
 Oziars, and bind the ends that  
 are

are next the Bait almost cross-wise, then take another short stick and bind the one end unto your ends of cross Twigs, (as you may see by the Figure) and put that short stick through the Fish or Bait, then lay it on some Water-leaf, Rushes, or such like, in the midst of the River, and, as soon as they see it, they will take and fly away with it in their Bills, but are immediately lim'd and taken.

Another way of laying these Lime-twig is, You must put a small short Stick in the Bait, (as you may see by the Figure) and at the lower end tye a Thread an Inch long, and to that Thread tye your limed Twigs, and when she takes and flies away with it, she cannot fly far but she will be

E 2 limed,

lined, for the Twigs will turn and touch her Wings; and then she will fall.

Thus you may take many *Sea Pies* both in Summer and Winter, and the same way you may take both *Crows* and other *Birds*.

6. *How to take the Bird called the Kings-fisher.*

This Bird is likewise a great destroyer of young Fry and small Fish; he is about the bigness of a *Lark*, and doth commonly breed in Banks of Rivers and Brooks; his Feathers are green and Blew; he always haunts about the sides of Rivers and Brooks, where small Fish are, and as soon as he hath caught a Fish he will fly to the next Bough, and there sit on a Twig and eat the Fish. To take this

this Bird, you must mark where his haunt is, and there set down a Bush or Branch, and put a Lime-twigg under the said Bush, for so soon as he hath taken a Fish he will fly thither and light on that under Twig lim'd, and so you take him.

This Bird, being dead, if you hang him up by the Bill with a Thread in your House, where no Wind bloweth, his Breast will always hang against the Wind, whereby you may know perfectly in what Quarter the Wind is at all times, both Night and Day.

**E 3: How**

7. *How to take the Otter.*

To take the Otter or *Water-Weolf* in a Weel made for that purpose, is as followeth: This Weel is not made in all points like unto other Weels, where he eateth the Fish and comes forth again safe, but is made with a double Teme or Tonuel, and against the utmost Teme within is set an Iron, like a Grid-iron, with four holes, staying and sliding upon two round Sticks, which must be set upright in the Weel before the Teme, to hold up the Iron, which two Sticks must be fast bound to the Weel, both above and beneath; then must you have a good stiff Rod, the one end must be set over the Weel, to hold up the Grid-iron or Grate,



Grate, and the other end of the Rod must reach over the inner Teme, and a small Ozier ty'd at that end of the Rod, which small Ozier must be made with a round knot, and so put down upon the end of the lowermost Ozier, in the middle of the inner Teme, but a very little way put on, that when the Otter is within the first Teme, he comes to the second, where the Fish is, and there he puts off the Ozier, and the Rod flirts up, and the Grid-iron falls and stops the outmost Teme, where he came in; as soon as he hears it fall, he will turn back, without touching any Fish, gnawing the Grid-iron, and so is drown'd.

This Description shews the setting of the Grid-iron before the Teme of the Weel, and when

he falls, to rest on two stiff Oziers, as you may see above; but when you shall Set or Tile the said Grid-iron, it must be plucked up above the mouth of the Teme; all the Oziers must be cut even by the wreath, except those two that must hold up the Grid-iron beneath; which Mouth of the Teme must be betwixt six and seven Inches deep, so that a pretty big Dog may creep therein; for if it be too little, the *Oster* will gnaw the Weel; also the Grid-iron must fall easily on the two sticks that stay it, and must be broader than the mouth of the Teme, and put in when the Weel is a making. The Grid-iron is made with five flat Bars, weighing about two Pound weight, because it may fall the sooner.

8. *How*

8. How to take the Water-Rat.

The *Water-Rat* is a hurtful Vermin, that kills Fish, especially *Carps*, *Loches*, *Culles*, and *Trouts*, living in holes of Banks. They do destroy much other Fish and Spawn in shallow Rivers and Brooks. It is hard to kill them; but where you see their Paths on Bank-sides, there set a Dead-fall, for they range abroad at Nights, like other Rats, and will frequent Corn-mills and Fulling-mills, to eat Corn and gnaw Cloaths. The only way to take them is, to pin square Boards against the holes where they haunt, which Boards must have a great hole in the midst, and set just against their coming in or out, fastned to the Banks; then make a Latch, and set

set it on the out-side of the Board, tiled as you tile the Fox-Latch, (as you have seen before in its proper place) on the lower part of the hole before mentioned; you must put three or four Pricks of Wyer, to hold any thing that comes out or in. This Experiment is easily try'd.

9. *How to kill the Ospray.*

The *Ospray* is a Bird like a *Hawk*, near as big as the *Tarcel* of a *Goshawk*; he is a great destroyer of Fish; he will take Fish in the midst of a great Pond; he hath one Foot like a *Duck*, and the other like a *Hawk*; as he flies over the water the Fish will come up unto him. The best way to kill him is to watch where he eats his Fish, (for he will eat it

it on some Tree near the place where he takes it) and there kill him with a Gun.

10. *How to make Lime.*

Take the Berries of *Mistletoe* gathered in Autumn, in the full of the Moon, (for then they are in most force) and bruise them, letting them lye for a space to rot, then wash them in running Water, till they be clean, like other Lime; and therewith you may take Birds, as with other Bird-lime made of the Bark of Holly.

11. *How*

II. To make Bird-lime that will  
serve in Water.

Take a Pound of Bird-lime, cleane and wash it in running Water very well; that no Knots be left therein; then beat out the Water, and dry it again; then put thereto two Spoonfuls of sharp Vinegar, and as much Goose grease as will make it run; add thereto half a Spoonful of Lamp Oyl, and a little Venice Turpentine; then boyl all these together in an Earthen Pan, and stir it well: so take it off the Fire, and reserve it, and warm it when you use it.

And

And thus much for the Taking and Killing of these ravenous Destroyers of Fish. From which I shall proceed (for the Reader's diversion) to Natural and Artificial Conclusions, &c. both pleasant and profitable.

---

Necessary

[illegible]

Secretary



*Natural and Artificial*

# CONCLUSIONS,

*Both*

*Pleasant and Profitable.*

*How to Take Kites, Ravens,*

*Crows, or the like, alive.*

**B**UY at the Apothecaries  
two Penny-worth of *Nux*  
*Vomica*, beat it to pow-  
der, or slice it as you do Gin-  
ger, then take raw Flesh, or Li-  
ver,

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ver, and cut it into little pieces, that they may swallow them whole, then cut holes in the same, and put your Powder or Slices therein, then lay the pieces where they haunt; as soon as they have swallowed down the same, they will fly to the next high Tree they come at; this presently makes them so drunk, that they will fall down from the top of the Tree to the Ground, where you may take them up alive. You must be sure to watch them, for they will soon recover, and fly away.

get, then take now I tell, or I'll  
 for this it as you do Gir-  
 Newica, bear it to pow-  
 two Penny-worth of Wax  
 U Y at the Apothecaries

2. To make a Cat Piss out a  
Fire.

A merry Fellow coming into  
an Ale-house in cold weather,  
and finding a sorry Fire, said he  
would make the Cat Piss it out;  
and, watching his opportunity,  
he getteth his Hostesses Cat, put-  
ting her Head betwixt his  
Thighs, and holding her four  
Feet fast in one Hand, with  
the other held up her Tail near  
the Fire, and she did piss such  
abundance, that she quite quench-  
ed the same.

E

3. How

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3. *How to Write a Letter secretly from one Friend to another, that it cannot be discovered.*

Write your Letter on one side with common Ink, then turn your Paper, and write on the other side with Milk, (that which you would have secret) and let it dry; (but observe your Pen be clean) when you would read it, hold that side which is written with Ink to the Fire, and the Milky Letters will then shew blewish on the other side, which may be easily discerned.

4. *To make pleasant Sport with Ducks and Poultry.*

Take a Yard of strong Thread and a little red Rag, tye it to one end of the Thread, at the other end fasten a bit of Cheese, somewhat less than a Bean, which you may throw amongst a company of Ducks, when immediately one of them will greedily swallow it down, the rest of the Thread and Rag dragging after her, which when she perceives, she will be so affrighted, that running from place to place, and finding it still follows her, will take wing, and fly into some Pond or Water, there perceiving the Rag to swim after her, will dive into the water, and up again, for many times toge-

64 *Natural and Artificial*

ther, and at last, being still af-  
frighted, will fly out of the wa-  
ter, and run up and down, un-  
til the String catches hold of  
something, that either breaks it,  
or pulls the Cheese out of her  
Belly, and then she will be at  
quiet.

5. *How to break a Staff upon two  
Glasses of Water.*

Place the Glasses, being full  
of Water, upon two Joynt-  
stools, an equal distance from  
the ground, and distant one from  
the other the length of the Staff,  
then place the ends of the Staff  
upon the edges of the two Glas-  
ses, so that they be sharp; this  
done, with all the force you can,  
with another Staff, strike the Staff  
that lies on the Glasses, in the  
midst,

midst, and it will break, without breaking the Glasses, or spilling the Water.

6. *How to make a Glass of Water seem to Boil.*

Take a Glass near full of Water, and setting one hand upon the Foot of it, hold it fast, turn slightly one of your fingers of your other hand upon the edge of the Glass, having before privately wet your finger, and so passing softly on with your finger, impressing a little, the Water will seem to boil, and leap over the Glass by drops.

*The House*

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7. *How to make two Images, one of which shall light a Candle, and the other blow it out.*

Upon the side of a Wall make the Figure of two Images; in the Mouth of each put a Pipe or Quill so artificially, that it be not perceived; in one of which place put Salt-Peter, very fine and dry and pulverized, and at the end set a little Match of Paper: in the other Paper put Sulphur, beaten small; then, holding a lighted Candle in your hand, say to one of these Images, by way of command, *Blow out the Candle*: then lighting the Paper with the Candle, the Salt-Peter will blow out the Candle immediately: then go to the other Image, (before the Smuff of the Candle be out) touch



touch the Sulphur with it, and lay, *Light the Candle*; and it will immediately be lighted.

8. *How to make a Six-pence seem to fall through a Table.*

You must have an Handkerchief about you, having a Counter neatly sewed in one of the corners of it: take it out of your Pocket, and desire somebody to lend you a Tester, and seem to wrap it up in the midst of the Handkerchief, but retain it in your hand; and instead of so doing, wrap the corner in the midst, that hath the Counter sewed in it; and then bid them feel if it be not there, which they will imagine to be no other than the Tester, that they lent you: then bid them lay it under a Hat upon the

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the Table, and call for a Basin of Water, hold it under the Table, and knock, saying, *Vade, Come, quick*; and then let the Six-pence fall out of your hand into the Water; then take up the Hat, and take the Handkerchief, and shake it, saying, *It is gone*; then shew them the Money in the Basin of Water.

### 9. *How to seem to blow a Six-pence out of another Man's hand.*

Take a Six-pence, blow on it, and clap it presently into one of your Spectators hands, bidding him to hold it fast; then ask of him, if he be sure to have it, then, to be certain, he will open his hand, and look; then say to him, *Nay, but if you let my Breath go off, I cannot do it*; then take it out.

out of his hand again, and blow on it, and staring him in the face, clap a piece of Horn in his hand, and retain the Six-pence, shutting his hand your self: bid him hold his hand down, and slip the Tester between one of his Cuffs, then take the Stone that you shew feats with, and hold it unto his hand, saying, *By Vertue hereof, I will and command the Money to vanish, that you hold in your hand; Vade.* Now see, when they have looked, then they will think it is changed by vertue of your Stone; then take the Horn again, and seem to cast it from you, retaining it, and say, *Vade;* and anon say, *You have your Money again:* he then will begin to marvail, and say, *I have not;* say then to him, *You have; and I am sure you have it; Is't not in your hand? if it be*

not there, turn down one of your Sleeves, for it is in one I am sure; where he findeth it, and will not a little wonder.

10. *How to convey Money out of one of your hands into the other.*

First you must hold open your right hand, and lay therein a Tester, or some big piece of Money, then lay thereupon the top of your long left finger, and use some words of Art, and upon a sudden slip your right hand from your finger wherewith you held down the Tester, and bending your hand very little, you shall retain the Tester therein, and suddenly drawing your right hand through your left, you shall seem to have left the Tester there, especially when you shut in due time

*Natural and Artificial* 71

time your left hand, which, that it may more plainly appear to be truly done, you may take a Knife, and seem to knock against it, so as it shall make a great sound; but instead of knocking the piece in the left hand, (where none is) you shall hold the point of the Knife fast with the left hand, and knock against the Tester held in the other hand, and it will be thought to hit against the Money in your left hand, then after some words of Art pronounced upon your hand, and when nothing is seen, it will be wondred at, how the Tester came removed.

**G 2**

*How*

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### 11. *How to keep Cherries, Pears, Nuts, or other Fruit, a whole Year, as fresh as they came from the Tree.*

When they are pretty ripe, cut off the Stalks, and put them into an Earthen Pot well leaded, and then cover them with Honey; then stop the Pot with Pitch, or Wax, that no Air may come in; and then set the Pot in some Cellar or cool place, burying it well in Sand, and so let it remain until you use it.

### 12. *How to make it Freeze by the Fire-side.*

This Feat cannot be done but in Winter, and when Snow is to be had. He that will perform it, must

must have a handful of Salt in readiness; then let him call for a Joynt-stool, a Quart-pot, and a handful of Snow, a little Water, and a short Stick or Staff; First let him pour a little Water upon the Stool, and upon it let him set the Quart-pot, and put the Snow into the Pot, and likewise the Salt, but privately; then let him hold the Pot fast with his left hand, and take the short Stick in his right, and therewith churn the Snow and Salt in the Pot, as if one should churn for Butter, and in half a quarter of an Hour, the Pot will freeze so hard to the Stool, that you can hardly pull it off with both your hands.

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13. *How to tell the Number that another Man shall think, be it never so great.*

Let the Person that thinketh, double the Number which he thought; which being done, bid him multiply the Sum of them both by 5, and give you the Product, (which he will never refuse to do, it being so far above the Number thought) from the which, if you cut off or take away the last Figure of the Product, (which will always be a Cypher or 5) the Number thought will remain.

*As for Example.*

Let the Number thought be 23, which doubled, maketh 46, and multi-



multiplied by 5, makes 230; then if you take away the Cypher, which is in the last place, there will remain 23, which is the Number thought.

14. *How to know the Hour of the Day by the Hand and Fingers.*

Take a Straw, or the like, of the length of the *Index*, or the second Finger, hold this Straw very right between the Thumb and the right Finger, then stretch forth your Hand, and turn your Back and the Palm of your Hand towards the Sun, so that the shadow of the *Muscle*, which is under the Thumb, touch the Line of Life, which is between the middle of the two other great Lines, which is seen in the Palm of the Hand; this done, the end

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of the shadow will shew what of the Clock it is, for at the end of the great Finger, it is 7 in the Morning, or 5 in the Evening; at the end of the Ring-Finger, it is 8 in the Morning, or 4 in the Afternoon; at the end of the little Finger, or first Joynt, it is 9 in the Morning, or 3 in the Afternoon; 10 and 2, at the second Joynt, 11 and 1, at the third Joynt, and mid-day in the Line following, which comes from the end of the *Index*. Note, that this Experiment must be perform'd by the left Hand.

### 15. *How one may find out what is bidden in two hands.*

Suppose that a Person holds divers things in his Hands, as Silver and Brass, and in one Hand he

he holds the Silver, and in the other the Brass; Now to know which Hand the Silver is in, and which the Brass, appoint for the Silver 4 Shillings, and for the Brass 3 Shillings, or any other Pieces, so one be odd, and the other even, then bid him treble that which is in the right Hand, and double that which is in the left; then bid him add these two Products together, and ask him if it be even or odd; if it be even, then the Silver is in the right Hand; if odd, the Silver is in the left Hand.

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16. *To cause Water (contrary to its nature) to ascend.*

Take a Bason with a Pint of Water in it, or thereabouts, then take an Earthen Pot or Jugg, with a round Belly, (fittest for this purpose.) and light a piece of Paper) cast it into the Jugg flaming, then turn quickly the Mouth of the Jugg downward, and set it on the midst of the Bason of Water; it will suck up all the Water, if it be no more then it can receive and contain in the Belly of it.

17. *How*

17. *How to know whether there be any Water in Wine or not.*

Take raw Pears, pare them and make them clean, and cut them in the middle, or else take Mulberries, and cast them into the Wine, and if they swim upon the Wine, it is pure and clean without Water, but if they sink to the bottom, then there is Water mixt with the Wine.

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18. *To make old Writing look fair.*

Take Galls and boyl them in Wine, and wash the Writing therewith.

19. *To*

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19. *To prevent Fleas from infesting Dogs.*

Take the green outward Shell of Walnuts, and stamp them, and anoint the Dogs with it where the Fleas vex them, and especially in the Ears, and the Fleas will not touch them.

---

*THE END.*

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